

# DUNGEONS & DRAGONS® STRANGER THINGS

CHARACTER NAME

Bard 3  
CLASS & LEVEL  
Hill Dwarf  
RACE

Entertainer  
BACKGROUND  
Neutral Good  
ALIGNMENT

PLAYER NAME  
900  
EXPERIENCE POINTS

## STRENGTH

-1

9

## DEXTERITY

+2

14

## CONSTITUTION

+2

14

## INTELLIGENCE

+2

14

## WISDOM

+0

10

## CHARISMA

+2

14

## INSPIRATION

+2

## PROFICIENCY BONUS

- ☐ -1 Strength
- ☒ +4 Dexterity
- ☒ +2 Constitution
- ☐ +2 Intelligence
- ☐ +0 Wisdom
- ☒ +4 Charisma

## SAVING THROWS

- ☒ +4 Acrobatics (Mus)
- ☐ +1 Animal Handling (Wis)
- ☒ +6 Arcana (Int)
- ☐ +0 Athletics (Str)
- ☐ +3 Deception (Cha)
- ☐ +3 History (Int)
- ☒ +2 Insight (Wis)
- ☐ +3 Intimidation (Cha)
- ☒ +6 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☐ +3 Nature (Int)
- ☒ +2 Perception (Wis)
- ☒ +4 Performance (Cha)
- ☒ +3 Persuasion (Cha)
- ☐ +3 Religion (Int)
- ☒ +4 Sleight of Hand (Dex)
- ☒ +4 Stealth (Dex)
- ☐ +1 Survival (Wis)

\*See your equipment

## SKILLS

13

ARMOR CLASS

+3

INITIATIVE

25 ft.

SPEED

Hit Point Maximum 27

## CURRENT HIT POINTS

## TEMPORARY HIT POINTS

Total 3d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVED

Dagger\*

+4

1d4 + 2 piercing

Rapier

+4

1d8 + 2 piercing

\*You can throw a dagger 20 feet, or up to 60 feet with disadvantage on the attack roll.  
**Spell Slots.** You have four 1st-level and two 2nd-level spell slots. To cast a spell of 1st level or higher, you must expend a slot of the spell's level or higher.

**Spells Known.** You know the following spells. *Cantrips—prestidigitation, vicious mockery.* 1st-level—charm person, comprehend languages, detect magic, sleep; 2nd-level—Invisibility, suggestion. Spell descriptions are in the rulebook.

## ATTACKS & SPELLCASTING

- Leather armor
- Dagger
- Rapier
- Ink (1 ounce bottle)
- Ink Pen
- Map or Scroll Case (2)
- Chest
- Fine Clothes (2)
- Lamp
- Oil (flask) (2)
- Paper (one sheet) (5)
- Perfume (vial)
- Sealing Wax
- Soap
- Drum
- Lute
- Disguise Kit

## EQUIPMENT

**Spellcasting Ability.** Charisma is your spellcasting ability for your spells. The saving throw DC to resist a spell you cast is 12. Your attack bonus when you make an attack with a spell is +4. See the rulebook for rules on casting your spells.

**Bardic Inspiration.** You can inspire others through stirring words or music. Use a bonus action on your turn to grant one Bardic Inspiration die (1d6) to one creature other than yourself within 60 feet of you who can hear you. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw. You can use this two times. You regain expended uses when you finish a long rest.

**Song of Rest.** You can use soothing music or oration to help revitalize your wounded allies during a short rest. You or any friendly creature who spends one or more Hit Dice also regains an extra 1d6 hit points.

**Cutting Words.** You know how to use your wit to distract and confuse others. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. The creature is immune if it can't hear you or if it's immune to being charmed.

**Darkvision.** You see in dim light within a 60-foot radius of you as if it were bright light, and in darkness in that radius as if it were dim light. You can't discern color in darkness, only shades of gray.

**Dwarven Resilience.** You have advantage on saving throws against poison, and you have resistance against poison damage.

## FEATURES & TRAITS

## PERSONALITY TRAITS

## IDEALS

## BONDS

## FLAWS

12

## PASSIVE WISDOM (PERCEPTION)

**Languages.** Common, Dwarvish

**Proficiencies.** Acrobatics, Arcana (expertise), battleaxe, hand crossbow, disguise kit, drum, handaxe, harp, horn, investigation (expertise), light armor, light hammer, longsword, lute, Performance, rapier, shortsword, simple weapons, smith's tools, Stealth, warhammer  
**Stonecunning.** Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the history skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

## OTHER PROFICIENCIES & LANGUAGES

## Dwarf

Kingdoms rich in ancient grandeur, halls carved into the roots of mountains, the echoing of picks and hammers in mines and blazing forges, a commitment to clan and tradition, and hatred of goblins and orcs—these common threads are the heritage of every dwarf.

Bold and hardy, dwarves are known as skilled warriors, miners, and workers of stone and metal. They can live to be more than 400 years old, so the oldest living dwarves often remember a very different world.

Dwarves are solid and enduring, like the mountains they love, weathering the centuries with stoic endurance. Individual dwarves are determined and loyal, true to their word and committed in action, sometimes to the point of stubbornness.

**Dwarven Toughness.** Your hit point maximum increases by 1, and it increases by 1 every time you gain a level (included).

## Bard

Whether scholar, skald, or scoundrel, a bard weaves magic through words and music to inspire allies, demoralize foes, and even heal wounds. Not every minstrel singing in a tavern or jester coveting in a royal court is a bard. Discovering the magic hidden in music requires hard study and some measure of natural talent that most troubadours and jongleurs lack. A bard's life is spent wandering across the land gathering lore, telling stories, and living on the gratitude of audiences. After telling so many stories about heroes accomplishing mighty deeds, many bards take these themes to heart and assume heroic roles themselves.

**Spellcasting.** You have learned to untangle and reshape the fabric of reality in harmony with your wishes and music. See chapter 4 of the rulebook for general rules of spellcasting.

**Jack of All Trades.** You can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus (included).

## Background

You thrive in front of an audience. You know how to entrance them, entertain them, and even inspire them. Your poetics can stir the hearts of those who hear you, awakening grief or joy, laughter or anger. Your music raises their spirits or captures their sorrow. Your dance steps captivate, your humor cuts to the quick. Whatever techniques you use, your art is your life.

**By Popular Demand.** You can always find a place to perform, usually in an inn or tavern but possibly with a circus, at a theater, or even in a noble's court. At such a place, you receive free lodging and food of a modest or comfortable standard (depending on the quality of the establishment), as long as you perform each night. In addition, your performance makes you something of a local figure. When strangers recognize you in a town where you have performed, they typically take a liking to you.

## Gaining Levels

As you adventure and overcome challenges, you gain experience points (XP), as explained in the rulebook.

With each level you gain, you gain one additional Hit Die and add 1d8 (or 5) + 2 to your hit point maximum.

You gain access to more spells as you gain levels. The Spellcasting Advancement table shows how many bard cantrips you know as well as how many spell slots you have to cast your spells of 1st level and higher.

### SPELLCASTING ADVANCEMENT

Level	Cantrips Known	Spells Known	—Spell Slots per Spell Level—		
			1st	2nd	3rd
3rd	2	6	4	2	—
4th	3	7	4	3	—
5th	3	8	4	3	2

### 4TH LEVEL: 2,700 XP

**Spells.** You learn one additional bard cantrip of your choice. In addition, you learn one more bard spell of your choice, and gain one additional 2nd-level spell slot.

**Bardic Inspiration.** You can use this feature three times before needing to rest and regain your uses.

**Ability Score Improvement.** Your Charisma increases to 16, which has the following effects:

- Your Charisma modifier becomes +3.
- Your spell saving throw DC increases to 13.
- Your bonus for your spell attacks increases to +5.
- Your modifier to Charisma saving throws increases by 1.
- Your modifier to Charisma-based skills increases by 1.

### 5TH LEVEL: 6,500 XP

**Spells.** You learn one more bard spell of your choice. In addition, you can now cast 3rd-level spells and gain two 3rd-level spell slots.

**Bardic Inspiration.** The bonus granted by your Bardic Inspiration die changes to 1d8.

**Font of Inspiration.** You regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

**Proficiency Bonus.** Your proficiency bonus increases to +3, which has the following effects:

- Your attack bonus increases by 1 for your spell attacks and for weapons you're proficient with.
- Your spell saving throw DC increases by 1.
- Your modifier for saving throws and skills you're proficient in (indicated by a ●) increases by 1.

### IMPROVING YOUR ARMOR

As you acquire treasure, you can buy better armor to improve your Armor Class. The rulebook contains equipment, including armor.